



PREY

Milestone 2: Design Phase Milestone II – July 1st, 2001

Milestone Deliverables

- Production Game Design Doc
- Production Technical Design Doc

Milestone Report

Technology Status-

At present, it has been decided that we will go forward with the Doom3 engine. However, until the negotiations and a contract between Take2 and Id are completed, and tech is received, we are completely dead in the water as far as production is concerned. At present, we cannot begin production work on models, levels or game content until the tech issue is resolved. If, for any reason the technology issue is not resolved, we will need to come up with an acceptable plan b technology base to put into place as soon as possible.

Schedule-

The current schedule will need to be restructured in light of the lack of a technology base from which to work and the delays incurred while putting the entire staff on PS2 Rune Viking Warlord. At this point, we were to have begun creating a working prototype for Prey, which is not possible. Essentially, we will need to restructure the entire schedule based upon the actual receipt of the technology, and a brief period of assessment of that technology as pertains to our design goals for Prey. In the meantime, we intend to continue design and concept work so that when a technology is received, we can begin prototype work as soon as possible.

Current Work

At present, Human Head Studios, Inc. is conducting design meetings to establish the direction for the game. We will continue this effort, as well as having art staff practice new techniques that we know will be required with whatever technology we go with. In addition, we are continuing to create volumes of sketches as we define and refine the scope of the game. Please keep in mind that much of this early stage work will be tossed out as we define the game elements and establish a true directional style for the game.

The goal is to refine the game design, and complete enough concept work that when the tech is received, we can immediately begin prototype level production work.

Tasks accomplished since the last milestone include:

- Character design has begun in earnest; with design sketches included in this milestone deliverable. These sketches will be used as the basis for game models to begin after the tech is finalized.
- An updated game design document is included with this milestone's deliverables, setting the direction in which the design will progress through the next milestone. A production design is still planned for Milestone 3, though some assumptions will still need to wait until the technology issue is resolved.

Please Note:

The Production Technical Design Document is *not* included with this milestone, as work on it cannot progress until the technology is received and we have had time to experiment with it. We are differing this deliverable to a later milestone when we have had a chance to realistically create it.

Current Schedule:

Milestone 1 May 15th, 2001

Design Phase Milestone I
Initial Game Design Doc
Initial Tech Design Doc

Milestone 2 July 1st, 2001

Design Phase Milestone II
Production Game Design Doc submitted for approval
Production Technical Design Doc submitted for approval

Milestone 3 August 15th, 2001

Design Phase Milestone III
Revised Production Game Design Doc submitted
Revised Production Technical Design Doc submitted
Initial Tech Prototype Delivery
Important Note: Final Production Design determines numbers used for following schedule items. Revised schedule with numbers inserted to be provided at this milestone for future milestones.

Milestone 4, October 1st, 2001

Production Phase
12% of Game Content Finished
12% Characters Modeled

12% Animations Completed
12% Texture Created
12% Level Geometry Completed

Milestone 5 November 15th, 2001

Production Phase
24% of Game Content Finished
24% Characters Modeled
24% Animations Completed
24% Texture Created
24% Level Geometry Completed

Milestone 6 January 1st, 2001

Production Phase
36% of Game Content Finished
36% Characters Modeled
36% Animations Completed
36% Texture Created
36% Level Geometry Completed

Milestone 7 February 15th, 2002

Production Phase
48% of Game Content Finished
48% Characters Modeled
48% Animations Completed
48% Texture Created
48% Level Geometry Completed

Milestone 8 April 1st, 2002

Production Phase
E3 Demo Plan Submitted
60% of Game Content Finished
60% Characters Modeled
60% Animations Completed
60% Texture Created
60% Level Geometry Completed

Milestone 9 May 15th, 2002

Production Phase
E3 Demo Ready
72% of Game Content Finished
72% Characters Modeled
72% Animations Completed
72% Texture Created
72% Level Geometry Completed

Milestone 10 June 15th, 2002

Production Phase
84% of Game Content Finished
 84% Characters Modeled
 84% Animations Completed
 84% Texture Created
 84% Level Geometry Completed

Milestone 11 August 1st, 2002

Production Phase
Test Plan Delivered
100% of Game Content Finished
 100% Characters Modeled
 100% Animations Completed
 100% Texture Created
 100% Level Geometry Completed

Milestone 12 September 15th, 2002

Begin Alpha Stage I
Test Plan Commences
All content implemented, not final polish
Fully Playable, Not Bug Free

Milestone 13 November 1st, 2002

Begin Beta Stage I
Fully Playable, Test Review Submitted, Major
Bug Resolution Plan Submitted, Compatibility
Test Begins, Final Polish Begins, Limited
Public Beta Testing Begins within 5 days of
approval of this milestone

Milestone 14 December 15th, 2002

Begin Beta Stage II
Fully Playable, First Release Candidate,
Final Compatibility Review, Final Bug Report
released with known bugs and workarounds
noted

Milestone 15 February 15th, 2003

Final Gold Master Delivery